

SPACE QUESTTM V

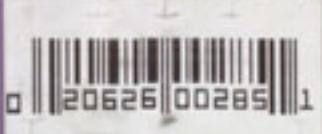
ROGER WILCO

The Next Mutation



HINT BOOK

Includes hints, area maps, object locations and points list.



SIERRA®

SPACE QUEST™ V

ROGER WILCO

The Next Mutation

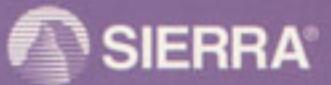


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SPACE QUEST V

HINT BOOK AND INSIDE INFORMATION



CONTENTS

Introduction	4
How to play an adventure game	5
The making of Space Quest 5	7
Character descriptions	13
Hint Section	17

Academy Daze	18
A Garbage Scow By Any Other Name	20
How to Avoid the Droid	23
Monkey Business at the Space Bar	27
Much Ado at Klorox II	28
Thrakus: Fun with Fungi	30
Man Overboard!	33
To Bea, or not to Bea	34
Genetix: A Roger-fly in the ointment	35
The final conflict (more or less)	38
Eureka! I'm Back	41

Maps and Stats	43
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StarCon	44
Eureka	46

Kiz Urazgubi 47

Space Bar 48

Klorox II 49

Thrakus 50

Genetix 50

Goliath Maps 51

Goliath Crossection 51

8-A 52

8-C and 9-A 53

7-A 54

7-B/C 55

6-A/B 56

5B 57

4-B/C 58

3-C 59

2-C 60

1-C 61

Objects: Where Found, Where Used 62

Points List 65

Hint Lines and Additional Help 71

INTRODUCTION

Welcome to the world of Roger Wilco.

We hope you have as much fun playing this game as we did creating it. *Space Quest 5: The Next Mutation* is an interactive adventure game which allows you to follow multiple paths to win the game.

The whole point of playing an adventure game like *Space Quest 5: The Next Mutation* is to discover puzzles and find the solution to them in a limited amount of time. However, some puzzles may be extremely well hidden, or so obscure that you don't have any idea where to begin. Or, this may be your first experience with an adventure game. If so, don't feel badly if you get stuck occasionally, you'll get the hang of it in no time.

How to use a hint book.

If you get stuck, look through this book for a question that sounds like your problem. The hints for each question are organized from "slightly helpful," to "here's a big clue," to "smack! here's the answer!," so you should read them individually and in order. Place your viewer card with the red plastic window over each answer to reveal it.

How NOT to use a hint book.

Use this book only for the hints you really need. It defeats the purpose of an adventure game to read this manual from cover to cover and learn all the answers. Just to keep you honest, we've thrown in a few "Red Herrings" to trip up those of you who choose not to heed this advice.

If you've finished *Space Quest 5: The Next Mutation*.

Even after you've "won" the game once, we're sure we can interest you in playing again. There are lots of little tidbits tucked away in *Space Quest 5* that you probably won't encounter your first time through the game. You may

want to go back and try some puzzles again to achieve a maximum score or just experiment "to see what happens."

If you've enjoyed this game, be sure to check out some of the other installments of the *Space Quest* series from Sierra. Good luck in your adventuring and we hope you enjoy *Space Quest 5*!

HOW TO PLAY AN ADVENTURE GAME

To master this game, you'll need good adventure game strategy. Here are a few tips that will help.

1. Use the Look and Hand icons on just about everything,

especially on a new screen or when new items appear on a screen you've previously seen. A little discretion is required here as some game characters may not appreciate being given this kind of once-over. You may want to think twice before putting your paws on that drooling, seven-foot-tall terror beast that just walked in, for instance. Always pay close attention to what your crew and the other characters in the game say to you.

2. If it's not nailed down, take it.

There's no limit to how much Roger can carry in *Space Quest 5*, so the more items you have, the merrier. If you can pick it up, you'll probably need it.

3. Try to use all of your Inventory items on the various puzzles in the game.

Even if an item doesn't work, it might be good for a few yucks.

4. Save early, and save often.

This advice is not only good for retirement planning, it's good for adventure gaming too. You never know when a nasty

surprise could deep-six Roger. It may also be helpful to save a game right before a particularly challenging puzzle to allow you the opportunity to test several approaches.

5. Read and save the *Galactic Inquirer*. The *Galactic Inquirer* is a vital part of what we like to call, the "Space Quest 5 Experience." If you throw it away you will not only be missing out on some of the galaxy's juiciest gossip, but you will also seriously impair your chances of finishing the game.

6. If you get stuck, try visiting places you've already been. Clues are given in many places, going back may give you a chance to find something that you overlooked previously.

7. Talk to your crew. They often have a better idea of what's going on than you do. Even if they don't, they may have a helpful suggestion about where you should go.



THE MAKING OF SPACE QUEST V

The Making Of Space Quest 5: The Next Mutation.

The development process for *Space Quest 5*, began in December 1991 when Director Mark Crowe and Assistant Director David Selle sat down and began



Mark Crowe and Dave Selle

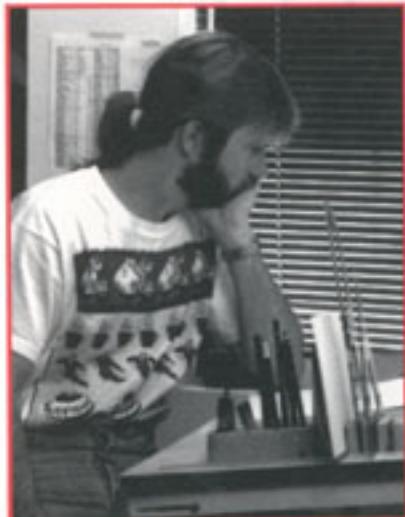
roughing out the story line for *The Next Mutation*. It took them about a month of conceptual work to come up with the preliminary design and story for *Space Quest 5*.

The next phase of development was to firm up the story line, flesh out the design and draw

the storyboards for the project. Technical issues and feasibility of designer ideas were evaluated and revised with input from both the programming and art teams. For *Space Quest 5*, this process stretched out over a two month period, during which time Art Director Shawn Sharp penciled over 200 sketches for the storyboards.

With the storyboards under development, backgrounds for the game were being roughed out.

Nearly one hundred backgrounds and close-ups were called for in *The Next*



Shawn Sharp

Mutation. Background painter Rhonda Conley was the in-house specialist responsible for painting the many backgrounds sketched out by hard-working Shawn Sharp.



Space Quest 5 Art Team From left to right: Mike Jahnke, Rhonda Conley, Sean Murphy, Ron Clayborn, Kerrie Abbott and Jarrett Jester.

After the storyboards were drawn up and the backgrounds specified, the animation sequences were planned and a preliminary art schedule worked out. An extensive list was drawn up for *SQ5* detailing the

more than 1100 loops of animation that would be called for in the finished game. Lead Production Artist Mike Jahnke headed up the team of artists that undertook this formidable task.

After the static backgrounds were painted, they were digitized and scanned into the computer. The animation sequences were brought into the game in two ways: some loops were hand-painted, while others were digitized in a video capture process using live actors and a 3-chip video camera. Production artists Jarrett Jester, Kerrie Abbott, Ron Clayborn and Sean Murphy took these raw images and shaped them into the animation loops and backgrounds that were incorporated into the final game.



Space Quest 5 programming team taking care of the project manager. From left to right: Geoff Rosser, Nancy Hamilton, Mark Crowe, Joe Nelson, David Sandgathe and Hugh Diedrichs.

went to work combining the disparate elements of the game into a cohesive whole. Programmers Geoff Rosser, Hugh Diedrichs, Joe Nelson and Nancy

Hamilton faced the daunting task of bringing together art, music, and story elements within the framework of the overall game design. *Space Quest 5* was programmed using a proprietary scripting language called SCI (short for Sierra Creative Interpreter).

Early in the production process for the game, a sound and music specification was drawn up by the design team and given to composers Chris Stevens and Tim Clarke. Together, they sweated over every grunt, gasp and groan that went into the final game soundtrack. Meanwhile, Assistant Director David



Composers Chris Stevens and Tim Clarke

About four months into project, the final production schedule was arrived at and the programming team fired up, led by David Sandgathe. As the artists finished artwork, the programming team

Selle shouldered the burden of writing the myriad of text and dialogue needed for *The Next Mutation*.

After programming was completed, the game faced a four-month quality assurance process led by Forrest Walker and Greg Giles to ensure that no bugs or glitches remained in the shipped version of the game.

Finally, 14 months after the preliminary design meetings were held, *SQ5* was shipped to eager *Space Quest* fans across the galaxy. But the story doesn't end there, *The Next Mutation* will be translated into five languages and converted to a full-voice CD-ROM version as well. Whew!



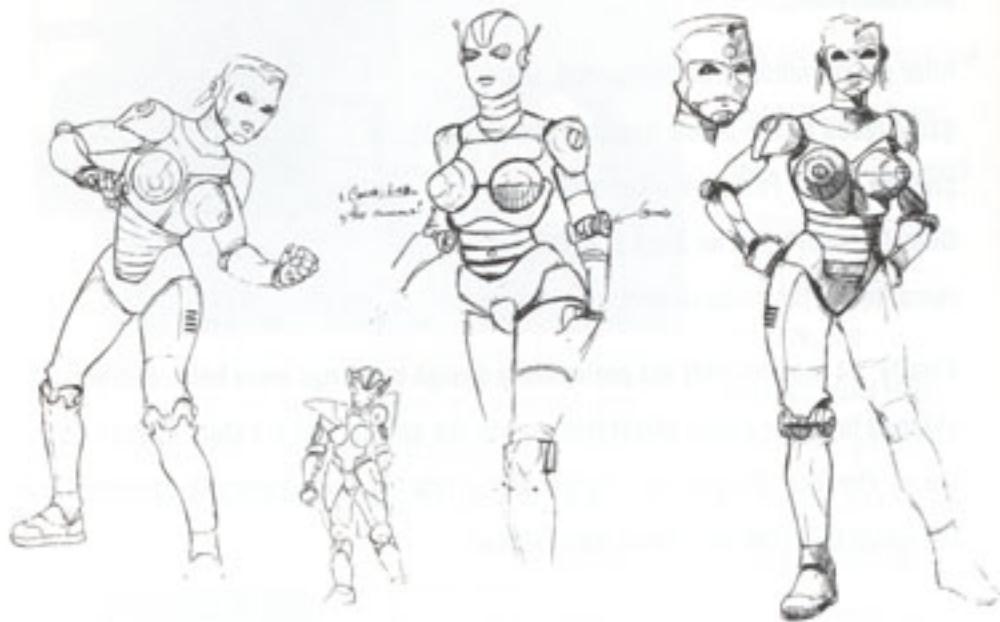
Dave Selle



Quality Assurance Team. Seated in front: Forrest Walker. Back row from left to right: Nat Rudolph III, Tucker Hatfield, Dave Steele, Dan Hinds, Eli Haworth, Corey Reese and Gregg Giles.

Development Sketches

WD40



CLIFFY



CHARACTER DESCRIPTIONS



Florence Qwerty - "Flo"

Rating: Communications Specialist, Grade 4.

Age: 40 something

Personality profile: Flo is a highly skilled and effective communications officer—in the rare moments when the mood strikes her. She spends most of her time on the bridge reading glamour magazines and doing her nails. Flo has her own set of priorities and will not undertake any task she deems pointless or beneath her talents. Needless to say, this has led to a certain amount of friction with her superior officers in the past. Flo has a bit of difficulty maintaining long-term relationships with men, but it's not for lack of trying; her trail of ex-husbands stretches across the Galaxy.



Clifford Crawford - "Cliffy"

Rating: Chief of the Boat, SCS *Eureka*. Chief engineering officer.

Age: 51

Personality profile: More at home with machines than people, Cliffy spends most of his time puttering about the nooks and crannies of the engineering section. He's the kind of guy who can fix a warp motivator with bailing wire and chewing gum, and still make it exceed rated output by 20%. Cliffy is extremely loyal to those few people he considers friends, but those who don't know him often find Cliffy bad-tempered and querulous.



Droole

Rating: Nav/weapons technician, second class.

Age: 102



Personality profile: Droole is a surly and sarcastic navigation/weapons officer with an itchy trigger finger. Given the chance, Droole will shoot first and ask questions later. His current posting to the *Eureka* is the result of an unfortunate incident involving an unarmed freighter and a defective com-link.



WD40

Rating: Science officer third class (field commission).

Age: n/a

Personality profile: WD40 was a DeathStalker Mark VI Annihilator android from the planet Oakhurst IV before Cliffy reprogrammed her to serve as a member of the *Eureka*'s crew. WD40 is both cool and efficient, maintaining a cybernetic aloofness no matter how tense the situation may be.



Raems Tipper Quirk

Rating: Captain, SCS Goliath

Age: 38

Personality profile: Captain Quirk is an ambitious, petty and opportunistic sycophant, slithering his way towards the upper echelons of the StarCon hierarchy. His dislike of Roger is immense. Captain Quirk's latest scheme

for personal aggrandizement is a clandestine effort with the Genetix corporation to dump toxic wastes illegally on planets in the G6 quadrant. He also has designs on Ambassador Beatrice Wankmeister.

Beatrice Creakworm Wankmeister

Rating: G6 Quadrant 's Ambassador to the Star Confederacy

Age: 29

Personality profile: Striking looks, a keen intellect, and a strong personality have combined to make Beatrice Wankmeister one of the most effective negotiators in the history of the G6 Quadrant's diplomatic corps. An outspoken advocate on sentient species' rights and environmental issues, Beatrice's vigorous activities in these areas have led to several legislative measures and two stellar protocols, including one on hazardous waste disposal. Beatrice's natural inclination to speak her mind has been tempered, but not eliminated, by her years of service in the diplomatic corps. She has gone after the interstellar consortiums with a dogged tenacity that, at times, bordered on the obsessive. Beatrice is currently single, having little time or interest for anything but her work.



HINT SECTION



Academy Daze

I can't figure out what I'm supposed to do at StarCon Academy.

I'm in class taking the SAT but I don't know any of the answers.

I got busted by the Proctormatic 9000.

All the other cadets are really mean to me!

I was told to clean the academy crest but I don't know how.

O.K., I got the cleaning supplies, now what?

Academy Daze

I can't figure out what I'm supposed to do at StarCon Academy.

You have several tasks to complete at the academy.

Remember where Captain Quirk told you to go?

You need to get to class (check out the maps on page 44 if you can't find the classroom).

I'm in class taking the SAT but I don't know any of the answers.

Maybe one of your brainy classmates can help you out.

A surreptitious glance around the room might be in order.

Timing is everything.

Eye the big-head cadet's test when the Proctormatic 9000 droid is facing away from you.

I got busted by the Proctormatic 9000.

"Look" at the droid for a clue on how to avoid getting caught.

Discretion is the better part of plagiarism, so to speak.

Don't look at anyone else's test unless the droid is facing away from you.

All the other cadets are really mean to me!

Did you try giving them some candy?

What's that? You don't have any?

Did you try the vending machines?

Actually, there aren't any vending machines.

You can't do anything about your fellow cadets' bad attitudes, just stick it out and you'll persevere in the end.

I was told to clean the academy crest but I don't know how.

You'll need some cleaning supplies.

Check out the janitorial closet in the hallway (see map on page 44).

Make sure you take the Scrub-O-Matic floor scrubber and the orange safety cones.

O.K., I got the cleaning supplies, now what?

Proceed to the floor of the main rotunda (see map on page 45).

You will use the Scrub-O-Matic floor scrubber to clean the floor, but you have to do something else, first.

Did you get the orange safety cones from the janitorial closet?

Place the cones at each corner of the StarCon Crest.

Board the Scrub-O-Matic (put it on the floor and click the Hand icon on it twice) and use the Brush icon to clean all parts of the crest.

There are several areas that are "off-limits" to me. I need to get back there to hide from the sentry robots!



I've finished cleaning the crest and interrupted the conference meeting, now what?

A Garbage Scow By Any Other Name... (still smells as bad)

I'm Captain of the SCS *Eureka*, but I don't know what to do.

I've been ordered to undertake a Refuse Recovery Mission, but I can't find the coordinates I need to get there.

I'm having trouble recovering refuse.

There are several areas that are "off-limits" to me. I need to get back there to hide from the sentry robots!

Did you try bribing the security guards?

Didn't work? Hmm. Maybe you should try a creative approach.

Wait until the guard takes a coffee break, then slather some Insta-Bond liquid cement on his chair. When he comes back, he'll be stuck to his seat and unable to reach the alarm button.

Actually, you can't get to any of the areas that are off-limits to cadets (snicker). This clue is a "Red Herring" or, as the French say, a "Poisson Rouge."

I've finished cleaning the crest and interrupted the conference meeting, now what?

One of your classmates tells you something.

Something to do with the SAT test, remember?

Go to the bulletin board and pick up your test score, if you answered at least 50% correctly you'll pass, otherwise it's "Hasta la Vista, Baby!" (SAT scores are posted on the bulletin board next to the classroom).

A Garbage Scow By Any Other Name... (still smells as bad)

I'm Captain of the SCS Eureka, but I don't know what to do.

Well Captain Wilco, it's time to take "command" of the situation.

Read the portion of the *Inquirer* walk-through that describes the Command icon.

Try giving some orders to your crew.

Click the Command icon on Flo and select Hail StarCon from her order menu.

I've been ordered to undertake a Refuse Recovery Mission, but I can't find the coordinates I need to get there.

You have them, you just don't know you have them.

What do you want us to do, draw you a map?

We did.

Examine your documentation carefully.

Read "Gir Draxon's Predictions for 3010."

See those little dots with planet names and numbers next to them? Duhuh.

I'm having trouble recovering refuse.

You will need to give several orders in the correct sequence to complete a pick-up.

If you overshoot your destination, you'll have to start over from scratch.

Listen to your crew, they'll give you some hints.

When Droole says "Approaching our destination, sir," click the Command icon on him and choose Regular Speed.

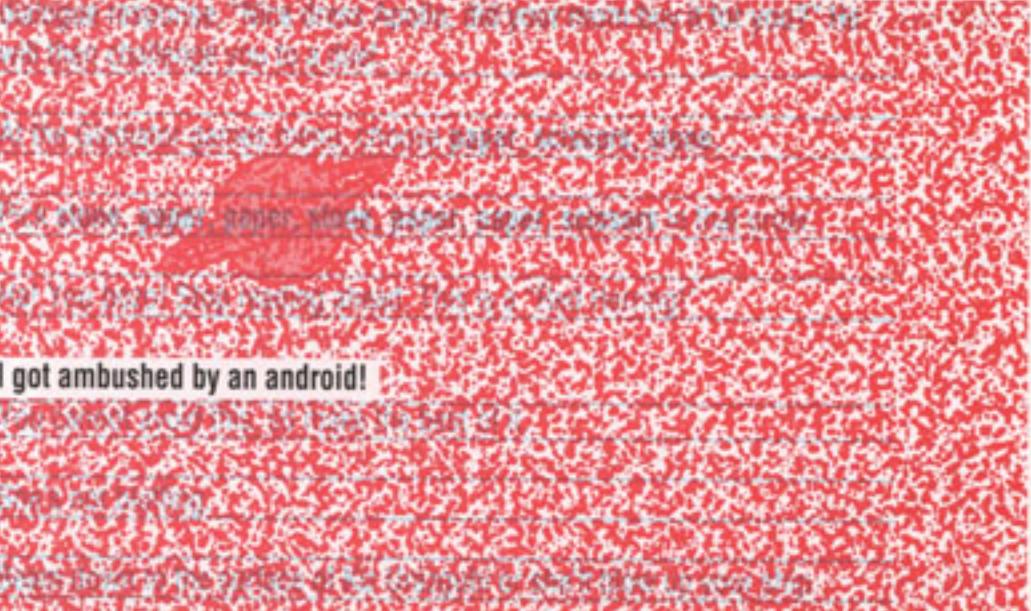
After Flo says "I'm tracking a waste beacon," click the Command icon on Droole and choose Activate RRS.

I want to beam down to some of the planets, but I can't.

The *Eureka* keeps losing hull integrity and I don't know what to do.

I rescued this cute little, um, "thing," but it keeps making holes in the deck.

Apollo, the sun god, grabbed my ship with a giant hand and he won't let it go!



I got ambushed by an android!

How to Avoid the Droid

I keep getting nailed on Kiz Urazgubi!

I want to beam down to some of the planets, but I can't.

You cannot beam down to any of the planets on your initial garbage runs.

The Eureka keeps losing hull integrity and I don't know what to do.

Pay attention to what your crew says to you.

Have you checked the garbage compartment?

Look in the trash compartment (in the engineering section).

After you rescue Spike you must figure out how to "neutralize" him.

I rescued this cute little, um, "thing," but it keeps making holes in the deck.

The baby face-hugger's metabolism is highly acidic.

There is a place you can store Spike; if you "neutralize" him first.

What do you do if you have an upset stomach?

Did you check Clifffy's toolbox? (It's in the engineering section.)

Take the antacids from Clifffy's toolbox.

Put Spike in the "Habitube" in the science lab/transporter room.

Put the antacids in the specimen tank while Spike is in it.

Apollo, the sun god, grabbed my ship with a giant hand and he won't let it go!

You'll have to transport to the surface of Lukaszuk II.

The only way you can escape is to beat him in a contest of skill.

When the toga-clad deity comments on your "strange garb" choose the

dialogue response, "Nice dress Apollo, did your mom buy it for you?" He will then challenge you to a duel.

At the Gladiator games menu, choose paper, scissors, stone.

Pick stone, paper, paper, stone, paper, paper, scissors in that order.

Ha! You bozo! Stop reading ahead. This is a "Red Herring!"

I got ambushed by an android!

You cannot avoid this, so make the best of it.

She's not bluffing.

Beam down to the surface of Kiz Urazgubi or she'll blow up your ship.

How to Avoid the Droid

I keep getting nailed on Kiz Urazgubi!

When in doubt, run away!

Keep moving. If you stay in any one place for too long, you're toast.

WD40's targeting system takes a couple shots to bracket you, but she'll hit you by the third shot every time.

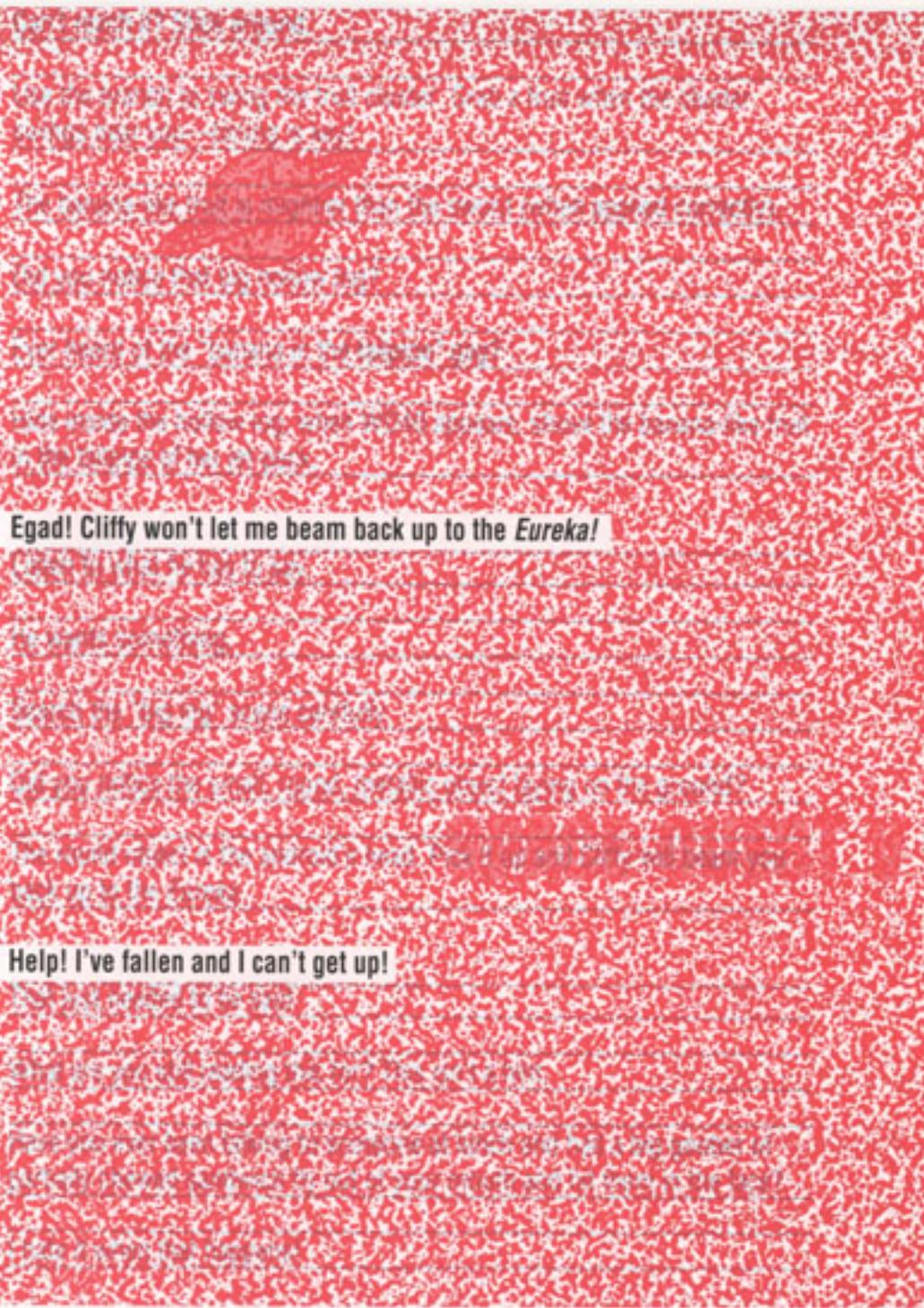
Try a little spelunking.

Use the network of caves to avoid the android.

How can I fight something I can't even see?



I've "bould'er" over with my ingenuity, now what?



Egad! Clifffy won't let me beam back up to the Eureka!

How can I fight something I can't even see?

Be creative.

You'll need to "stick" this one out.

Crawl out onto the small tree branch to the left of the big log in the "big log" scene (see map on page 47).

After the branch breaks and you fall down to the pool below, pick up the stick.

Make your way up to the scene with the boulder balanced on the cliff (see map on page 47).

Walk over to the left-most cave and wait until WD40 appears in the foreground.

As soon as you can see her, enter the cave (you should then see her footprints in the pool and her silhouette as she walks through the waterfall). When you get to the cliff, jump across and climb up to the boulder above the mouth of the small cave.

Use the stick as a lever to pry the boulder loose while WD40 is still in the cave. Note: you must do this while she is still in the cave. If your timing is off, you'll have to start over.

I've "bould'er" over with my ingenuity, now what?

For your efforts to be "fruitful" you must use something found in the "big log" scene (See map on page 47).

"Look" at everything in the room.

Notice those clusters of fruit hanging just out of reach?

The fruit cluster on the far right is the one you want.

Can't reach it? Stick around.

Use the branch to swing the fruit cluster. Grab a fruit when the cluster swings near you—timing is key!

The banana-like fruit is mightier than the sword (when applied correctly).

Did you notice that big hollow log?

Ever heard of the "banana in the tailpipe" gag?

Hide inside the hollow log, when WD40 appears, shove the banana-like fruit in the tailpipe of her jet-pack.

Egad! Clifffy won't let me beam back up to the Eureka!

Listen to what he has to say.

He wants something.

Search the "big log" scene carefully.

Did you notice the small, round, metallic object laying on the ground?

The round object is the android's head. Pick it up and Clifffy will beam you back up to the Eureka.

Help! I've fallen and I can't get up!

That just needed to be said.

What are you still reading this for? This isn't a hint.

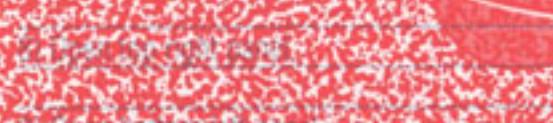
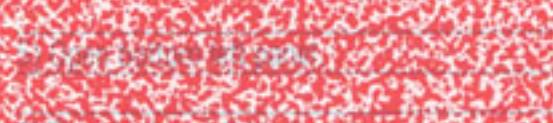
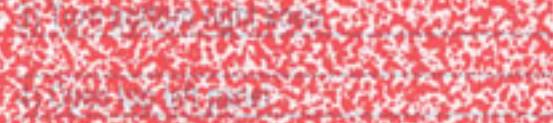
Have you ever been talking to someone at lunch and had a big goober of partially chewed sandwich fly out of your mouth and hit them in the face?

I hate it when that happens!

I found WD40's ship, but I can't get inside.



I can't figure out how to open the nondescript panel.



Monkey Business at the Space Bar

I can't win *Star Cruiser*.

Cliffy got busted, what should I do?

Cliffy's in the brig and I can't get past the guards!

I found WD40's ship, but I can't get inside.

Did you notice what she did when she arrived at Kiz Urazgubi?

Have a chat with Clifffy back on the *Eureka*.

Did Clifffy give you a "souvenir?"

You can use this object to open WD40's ship.

I can't figure out how to open the nondescript panel.

If at first you don't succeed, try, try again.

Oh come on, it's not THAT hard!

Try the following:

1) Open the two center vertical latches.

2) Turn top left knob.

3) Turn bottom right knob.

4) Open top left panel.

5) Open bottom left panel.

6) Turn bottom left knob.

7) Turn top right knob.

8) Open top right panel.

9) Open bottom left panel.

10) Take the device.

Monkey Business at the Space Bar

I can't win Star Cruiser.

Read the "on-line" directions.

Practice makes perfect.

Use your probes.

Fire in a "checkerboard pattern" (every other square).

If you can't beat Quirk, don't sweat it too much. You can still "win" the game even if you lose here.

Clifffy got busted, what should I do?

Maybe your crew will have some suggestions.

Talk to Droole and Flo in the booth.

You need to rescue Clifffy!

Clifffy's in the brig and I can't get past the guards!

The obvious approach isn't necessarily the correct one.

You will need to create a diversion.

A little "monkey-ing around" is in order.

Dump the packet of Space Monkeys in your drink (at the booth).

Make sure you turn off the force-field in the detention area.

I found Clifly, but I can't extract him from his predicament.



Much Ado at Klorox II

I've been ordered to Klorox II for an auxiliary garbage pickup, but there isn't any trash to recover.

Ugh! I can't escape the "Loogies of Death."

I found a computer terminal, but I don't know the access code.



I got the colonist's body into the Med-Lab. Should I use the Autodoc to conduct an autopsy?

I found Cliffty, but I can't extract him from his predicament.

Be creative.

You'll need some help to get through the bars.

Perhaps your "li'l buddy" can help.

Get Spike and put him on the bars to Cliffty's cell.

Get out of there before the station blows!

Much Ado at Klorox II

I've been ordered to Klorox II for an auxiliary garbage pickup, but there isn't any trash to recover.

Talk it over with your crew.

Orbit the colony.

Order Flo to Hail Planet.

Ask WD40 for a "recommendation."

Beam down to the surface.

Ugh! I can't escape the "Loogies of Death."

Quick reflexes are a life saver.

You need to use your eyes and ears.

When you hear the mutant hawwwk up a loogie, it's time to duck.

Move your head the moment he expectorates (spits).

After you beat him, pay close attention to what he says to you.

I found a computer terminal, but I don't know the access code.

It's right under your nose, more or less.

Did you notice the mutant drop anything before he attacked you?

Search the floor of the greenhouse.

See that little slip of paper?

The access code for the colony computer is written on the slip of paper.

I got the colonist's body into the Med-Lab. Should I use the Autodoc to conduct an autopsy?

You'll have to restore power first.

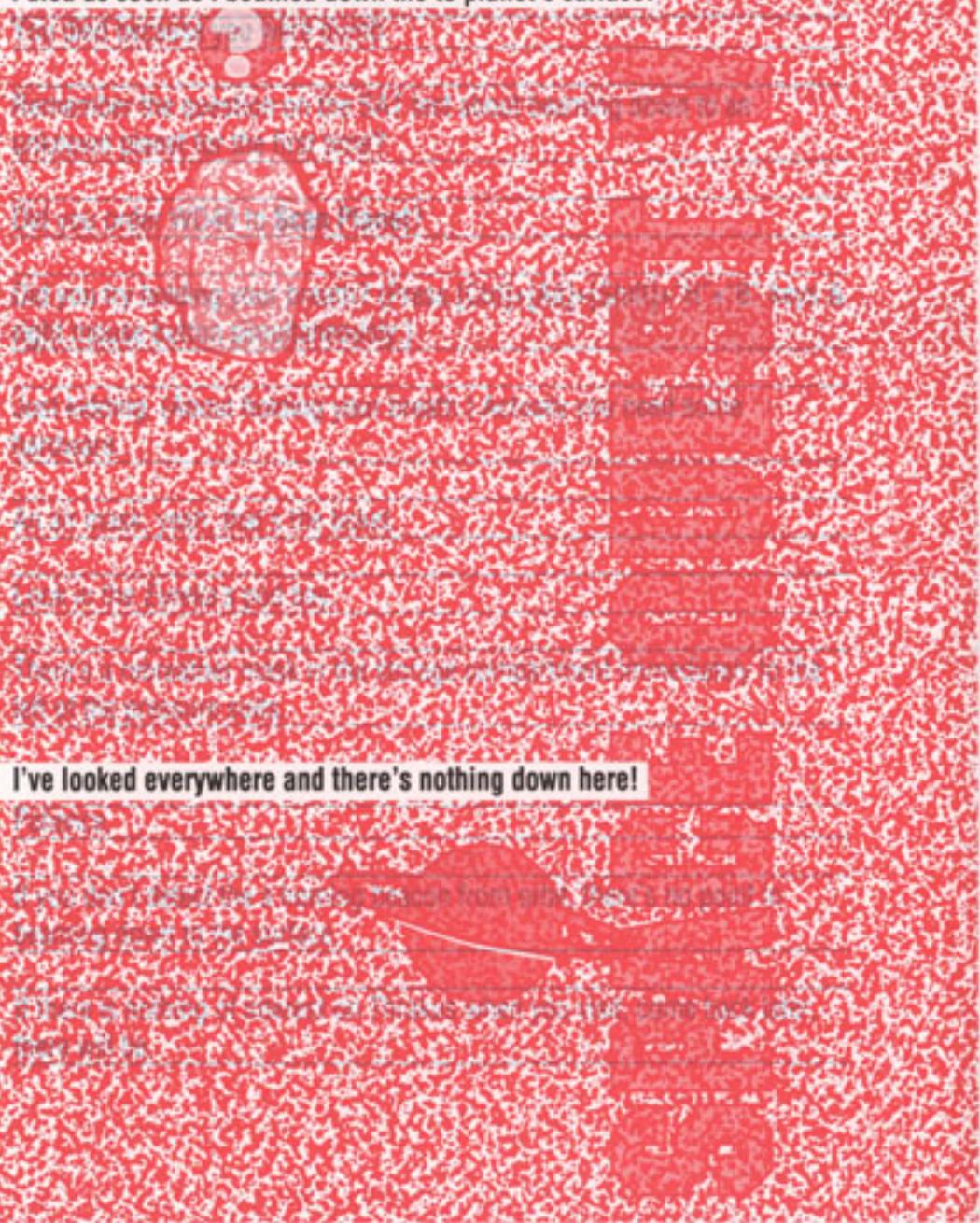
Now, if you only knew which program to use.

Aww skip it. Just shove the body into the chipper/shredder near the compost heap.

BAD HUMAN! You're reading ahead again. This is another Red Herring!

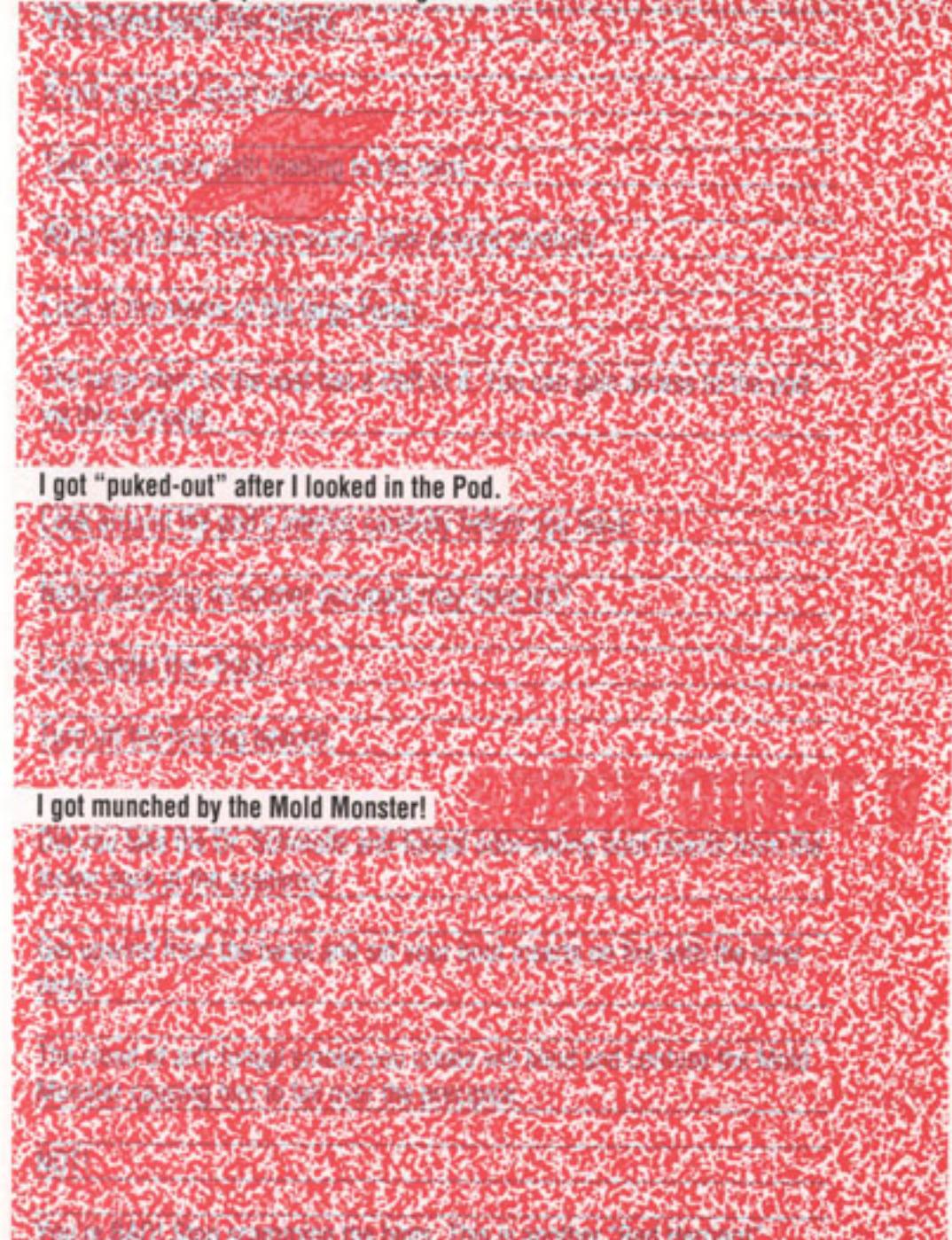
Thrakus: Fun with Fungi

I died as soon as I beamed down the to planet's surface.



I've looked everywhere and there's nothing down here!

I see a steaming "pod" but I can't get to it.



I got "puked-out" after I looked in the Pod.

Thrakus: Fun with Fungi

I died as soon as I beamed down to planet's surface.

You died because you were dumb.

Remember the question on the SAT test about beaming down to an unknown planet for the first time?

Did you order WD40 to Scan Planet?

Did you try holding your breath? (Press [Ctrl]+[Alt]+[Shift]+“H”+“B” keys & right mouse button simultaneously.)

Just kidding. (About holding your breath.) Actually you need some hardware.

An air mask, yeah, that's the ticket.

Look in the Eureka's pod bay.

There's a rebreather mask in the storage compartment immediately to the left of the pressure suits.

I've looked everywhere and there's nothing down here!

Patience.

If you don't detect the a homing beacon from orbit, there's no point in beaming down to the surface.

If there is nothing of interest on Thrakus when you visit, come back later, there will be.

I see a steaming “pod” but I can't get to it.

You cannot jump the chasm.

It will require a short walk.

Take the narrow path leading to the west.

When you enter the next scene, look around carefully.

Look at the stems of the large Fungi.

The large stem to the east has a cleft in it. You can gain access to the pod via this passage.

I got “puked-out” after I looked in the Pod.

Look around the pod's interior carefully before you leave.

Notice anything its former occupant may have left?

Look under the “frock.”

Turn off the homing beacon.

I got munched by the Mold Monster!

Did you take the Dr. Schmolls anti-fungal odor-eating boot inserts from the locker back at the academy?

Get upwind from the beast and set your boot inserts on fire with the laser torch.

The cloud of anti-fungal smoke you create will blind and confuse the Mold Monster causing him to fall over the precipice.

NOT!

You're BAD! Stop scamming the hints. This is another “Red Herring!”

The ambassador knocked me over a cliff! (I've heard of falling for a girl, but this is ridiculous!)



I'm precariously hanging over the edge of a 10,000 foot cliff with a woman pulling my pants down while a horde of slimy mutants is shooting noxious spitballs at me! What should I do!

The woman of my dreams got slimed!

Man overboard!

The *Goliath* blew me away after I beamed back from Thrakus!

Cliffy is "lost in space."

The ambassador knocked me over a cliff! (I've heard of falling for a girl, but this is ridiculous!)

The ambassador is a spunky little thing, isn't she?

Actually there's nothing you can do to prevent this.

Hang in there baby!

I'm precariously hanging over the edge of a 10,000 foot cliff with a woman pulling my pants down while a horde of slimy mutants is shooting noxious spitballs at me! What should I do!

First things first; save the ambassador (if she dies, you will too because of a time paradox).

Did you get the frock from the escape pod?

Lower the frock down to the ambassador.

After she scrambles up, call the *Eureka* on your communicator.

When Beatrice lowers you a vine, grab it!

The woman of my dreams got slimed!

There aren't many options open to you.

You cannot cure her, yet.

She needs to "chill out" for awhile.

Put her in the *Eureka*'s cryo-chamber (in the science lab).

Make sure you read the directions on the Cryochef.

Man overboard!

The *Goliath* blew me away after I beamed back from Thrakus!

There's no way you can come out ahead in direct confrontation with the *Goliath*.

Be "evasive."

Order Droole to take Evasive Action when the *Goliath* attacks.

Choose the O.K., Let's risk almost certain death in the asteroid field. response.

Cliffy is "lost in space."

You're going to have to rescue him yourself.

Maybe your crew will have some helpful ideas

Ask WD40 for a recommendation.

Hmm... maybe you could use the EVA pod from the *Eureka*.

Make sure you give it the once-over though, you wouldn't want to run out of any critical supplies.

You'll need to bring along some extra air.

The extra air is in a storage locker to the left of the oxygen mask storage area.

I'm having a hard time grappling with the EVA pod.



It's been a long day. I'm still trying to figure out what happened to the EVA pod. I think it might have been hijacked by some pukoids. I need to find a way to track them down and get that pod back.

To Bea, or not to Bea; that is the question.

I don't know whether I should try to find a way to cure Beatrice or if I should concentrate on going after the pukoids.

I want to track down the source of these mutants but I don't know where to look.

Genetix: A Roger-Fly in the Ointment

I went to Genetix but they warned me to leave!

I had a transporter malfunction and it really "bugs" me!

I'm having a hard time grappling with the EVA pod.

Read the on-line instructions.

Save your game as soon as you get into the pod.

Maneuver the pod towards the red dot on your scope (it's Clifffy).

When Clifffy fills your screen and you can't get any closer, extend the claw.

Maneuver right or left until you see a green targeting rectangle. When it is visible, you can successfully grapple Clifffy.

Beat cheeks back to the *Eureka* before your fuel or air runs out.

To Bea, or not to Bea; that is the question.

I don't know whether I should try to find a way to cure Beatrice or if I should concentrate on going after the pukoids.

Actually, these goals are not mutually exclusive.

Talk it over with your crew.

You need to find the "source" of the substance which caused the mutations.

Then you can cure Bea and go after the mutants.

I want to track down the source of these mutants but I don't know where to look.

You've been given a hint already, though you may not recall it.

Remember the colonist on Klorox II?

There is a piece of evidence there which could aid your search greatly.

There is an empty container...

Take the secret path at the west end of the ridge overlooking the settlement (near the abandoned mining equipment).

Read the label on the canister. It lists the coordinates of the Genetix Research Corporation.

Genetix: A Roger-Fly in the Ointment

I went to Genetix but they warned me to leave!

Are you surprised? It is a top secret research facility after all.

Actually, you cannot enter the facility until certain events have transpired.

Come back later (trust us).

I had a transporter malfunction and it really "bugs" me!

Deal with it. You can't avoid this "accident."

Actually, it might give you a chance to scout around in places you couldn't normally go.

Buzz on over to the "waterfall" room.

See that little slit in the rock?

It's an electronic locking mechanism.

Pay REALLY close attention to what's going on in here. You might want to get a pencil and paper.

Walk across various light beams and note the effects, if any.

Fly into the lab, and land on the computer. Read all the files and view the three security cameras.

I tried to talk to Clifly, but he squished me!



I've talked to Flo but I can't figure out how I'm supposed to get back to normal.

I'm feeling like myself again, but I can't figure out how to get inside the lab.

O.K., I busted into the lab, but now I'm stuck.

I tried to talk to Clifffy, but he squished me!

He thinks you're just an ordinary fly.

You'll have to let him know what happened to you.

This will require some communication.

Did you notice your "better-half" dropped something as you beamed in?

Fly near the east edge of the pool. When the amphibian creature jumps to catch you, it will miss and land on the communicator's "transmit" button.

Land on the communicator and "talk" to Flo.

I've talked to Flo but I can't figure out how I'm supposed to get back to normal.

You'll need some help.

Clifffy's help to be exact.

You'll have to visit the secret underground laboratory first.

After you see Clifffy on the security monitors, "fly" (get it?) to the waterfall room and land on Clifffy's nose.

Fly over to the compost bin you saw on the security monitor in the lab after you talk to Clifffy.

Follow Clifffy's instructions.

I'm feeling like myself again, but I can't figure out how to get inside the lab.

Talk to Clifffy, maybe he has a few ideas.

Maybe you can devise a key.

Did you pay attention inside the locking mechanism when you were a fly?

Remember the business card the "Merchant of Venus" gave you?

Did you take the hole punch from Clifffy's tool box?

Punch holes in the card to make a fake key.

I hope you remember what you saw when you were a fly! (Hint: You have to make five holes.)

You only get five chances.

O.K., I busted into the lab, but now I'm stuck.

You need to get something here.

Something you couldn't get as a fly.

Look around the room very carefully.

Did you read the Primordial Soup information on the computer?

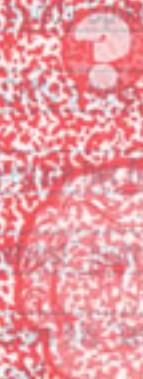
See the large machinery near the staircase?

Open the storage chamber in the large piece of machinery.

Take the canisters of liquid nitrogen.

If you've read all the information on the computer and retrieved the liquid nitrogen, you're done.

Beatrice croaks when I try to cure her!



The Final Conflict (more or less)

I'm ready to go after the *Goliath*, but she blows me away every time I try to get near her.

I figured out how I can sneak up on the *Goliath*, but I'm at a loss as to what I should do next.

I managed to get to the *Goliath* but there was a Pukoid welcoming committee waiting for me.

I made it to the *Goliath*'s engine room, what now?

Beatrice croaks when I try to cure her!

Have you read all the information on the Genetix computer?

Did your li'l buddy Spike give you a hint?

You'll need Cliffty's help, too.

You must prepare her first.

Read the "defrost" instructions for the Cryochef.

After Spike does his "lassie" bit, defrost Beatrice and put her on the transporter pad.

The Final Conflict (more or less)

I'm ready to go after the *Goliath*, but she blows me away every time I try to get near her.

This may require some "cloak" and dagger work.

Talk to your crew. They may have a few suggestions.

Cliffty will need to jury-rig a device to make it possible for you to approach the *Goliath*.

Remember WD40's ship back on Klorox II?

You'll need to get the cloaking device from inside her ship.

I figured out how I can sneak up on the *Goliath*, but I'm at a loss as to what I should do next.

WD40 may have some insightful analysis.

Cliffty can probably come up with some creative ideas.

You need to get aboard the *Goliath*, but you'll need a plan of attack.

Cliffty can give you an idea where the *Goliath*'s defenses are weakest.

WD40 can tell you how to sneak aboard.

When you're in the EVA pod, look carefully at the hull of the *Goliath*.

You'll need a tool to cut your way into the hull of the *Goliath*.

Don't forget to bring along the laser torch! You'll need it to cut through the *Goliath*'s hull.

I managed to get to the *Goliath* but there was a Pukoid welcoming committee waiting for me.

We don't want to belabor the obvious, but you landed in the wrong spot.

Next time, make sure you pay close attention to what Cliffty says to you.

Look carefully at the schematic of the *Goliath* when Cliffty shows it to you in the science lab.

I made it to the *Goliath*'s engine room, what now?

Make sure you avoid the guard patrolling the catwalk (wait until he leaves the room).

You need to do something here.

Remember the warp distributor cap Beatrice gave you?

You need to replace it on the console at the top of the stairs.

No matter which way I try to go in the hallway, I die.



I'm completely baffled and utterly confused by the layout of the subfloor crawlspaces.

I made it through the maze and shut down the generator, but I still died.

I'm in the transport room but I can't restore the *Goliath*'s crew.

Quirk escaped! Then he metamorphosed and trashed the *Goliath*.

Eureka! I'm Back...

The Blob crushed the *Goliath*, and it took me out too!

I stopped the Blob from squashing the *Goliath*, but then it munched down on the Eureka.

No matter which way I try to go in the hallway, I die.

I bet you would be grate-full if we gave you a hint.

The answer is right at your feet.

Look at the grating in the floor.

Lift it up and climb into the subfloor.

While you're in the subfloor, you'll need to avoid the Pukoid walking above you.

I'm completely baffled and utterly confused by the layout of the subfloor crawlspaces.

Time to get out that pencil and paper.

If at first you don't succeed, try, try again.

If you still can't get it, check out the maps on page 47.

I made it through the maze and shut down the generator, but I still died.

You forgot something.

Did you get the liquid nitrogen back at Genetix?

I didn't think so. You'll have to restore a saved game (you did save your game, didn't you?).

I'm in the transport room but I can't restore the Goliath's crew.

Timing is critical.

Wait until all the Pukoids are on the transporter pad and the doors close before you give Cliffy the go-ahead.

Quirk escaped! Then he metamorphosed and trashed the Goliath.

Think fast!

You need to return to the Eureka to defeat the Quirkoid blob creature.

Choose the Call Clifffy and tell him to beam over to the Eureka response when Flo radios you on the Goliath's bridge.

Eureka! I'm Back...

The Blob crushed the Goliath, and it took me out too!

You need to act quickly to prevent this.

A distraction would be handy.

What could be more distracting than a fireflight?

Order Droole to Fire on the Blob.

I stopped the Blob from squashing the Goliath, but then it munched down on the Eureka.

You can't kill the Blob with your weapons.

The Eureka can stop the Blob in its tracks, however.

Think Refuse Recovery Mission.

Order Droole to Activate RRS.

I confined the Blob, but the ship is coming apart at the seams.



I'm ready to go, but the transporter blew up!



I confined the Blob, but the ship is coming apart at the seams.

The Eureka can't hold the Blob very long.

You don't need your crew's help any more.

Order Flo to Abandon Ship.

Set the Eureka's self-destruct mechanism.

Get out of there!

I'm ready to go, but the transporter blew up!

Don't blow a fuse, it's not the end of the world!

You can rebuild it, BETTER, STRONGER, FASTER, than it was before...
ahem, excuse us, we got a bit carried away.

You'll need something of Clifffy's to repair it.

Did you get the fuse from Clifffy's tool box?

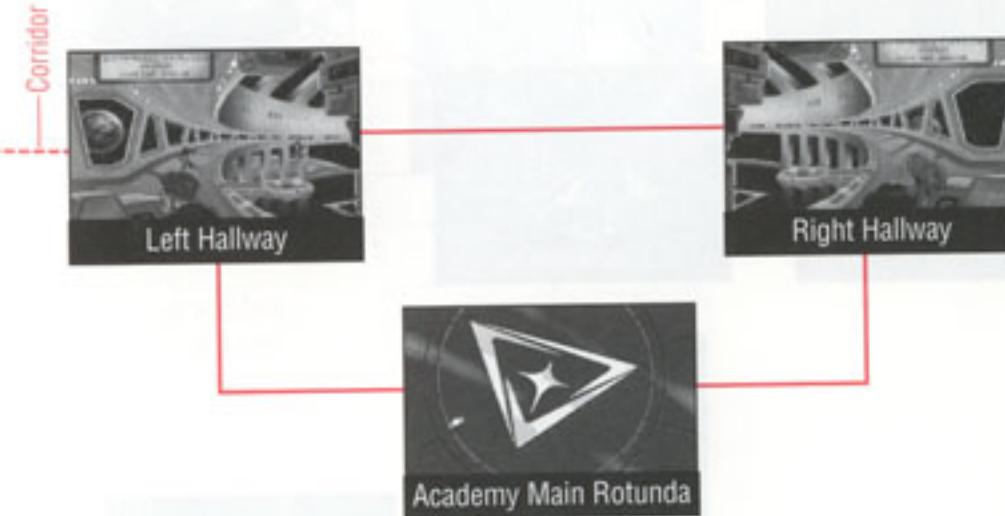
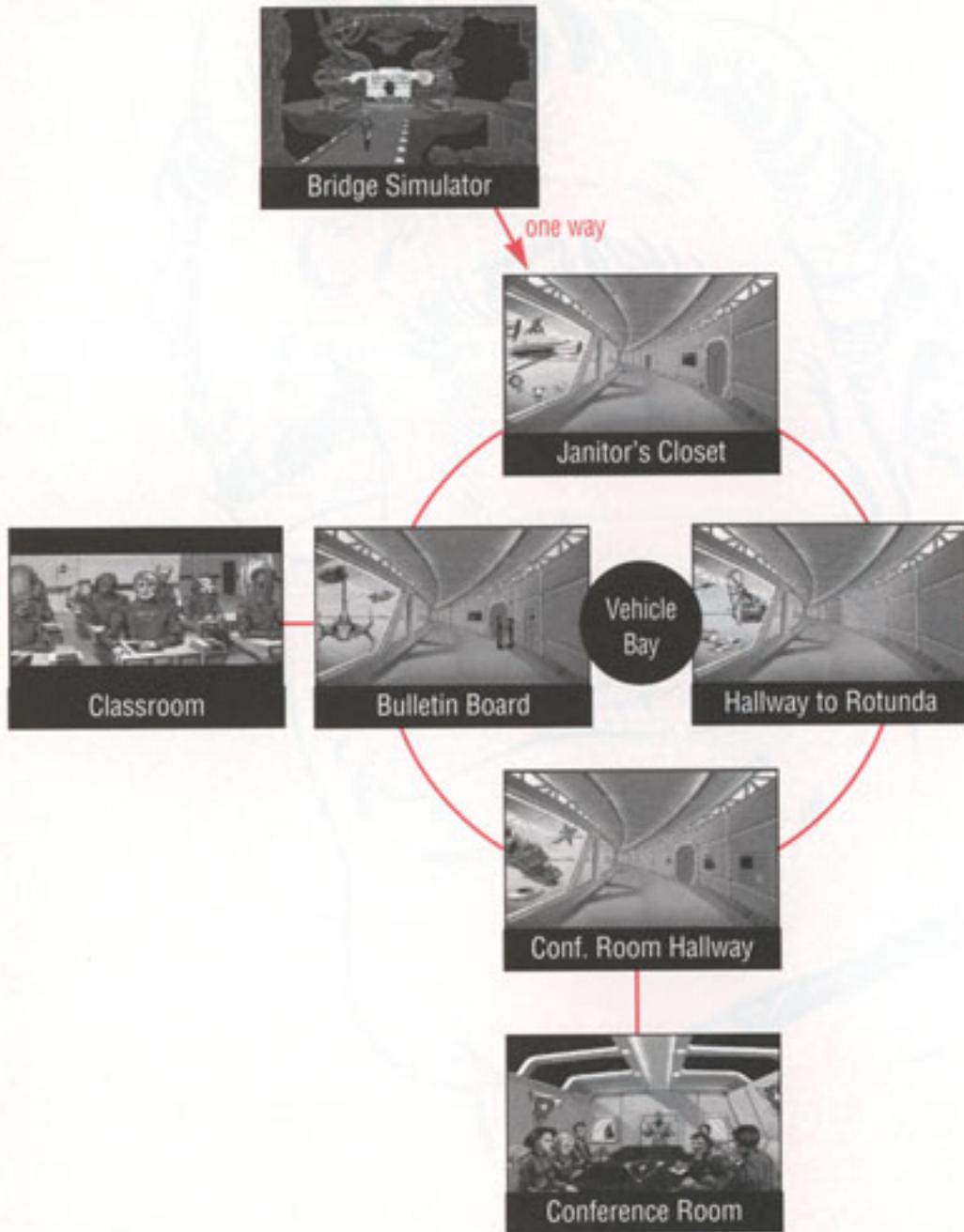
Climb into the service tunnel and replace the bad fuse in the sub-panel.

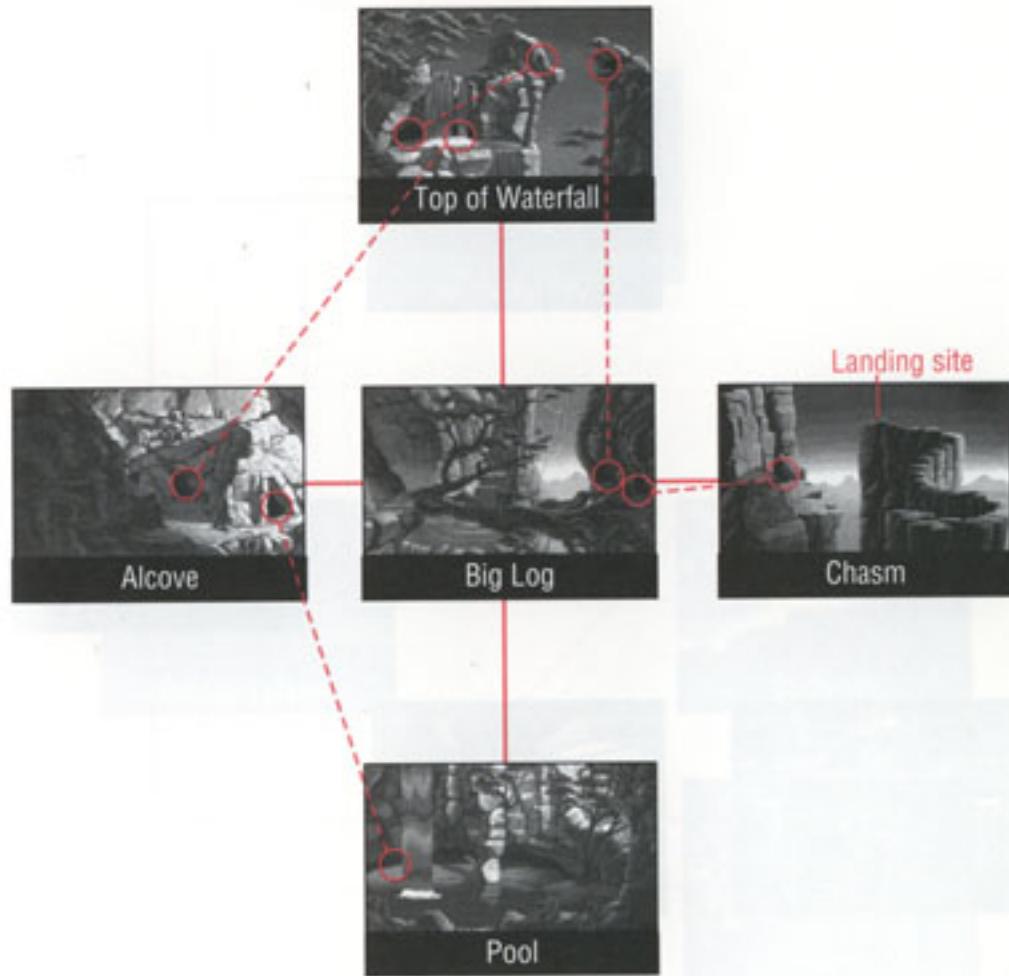
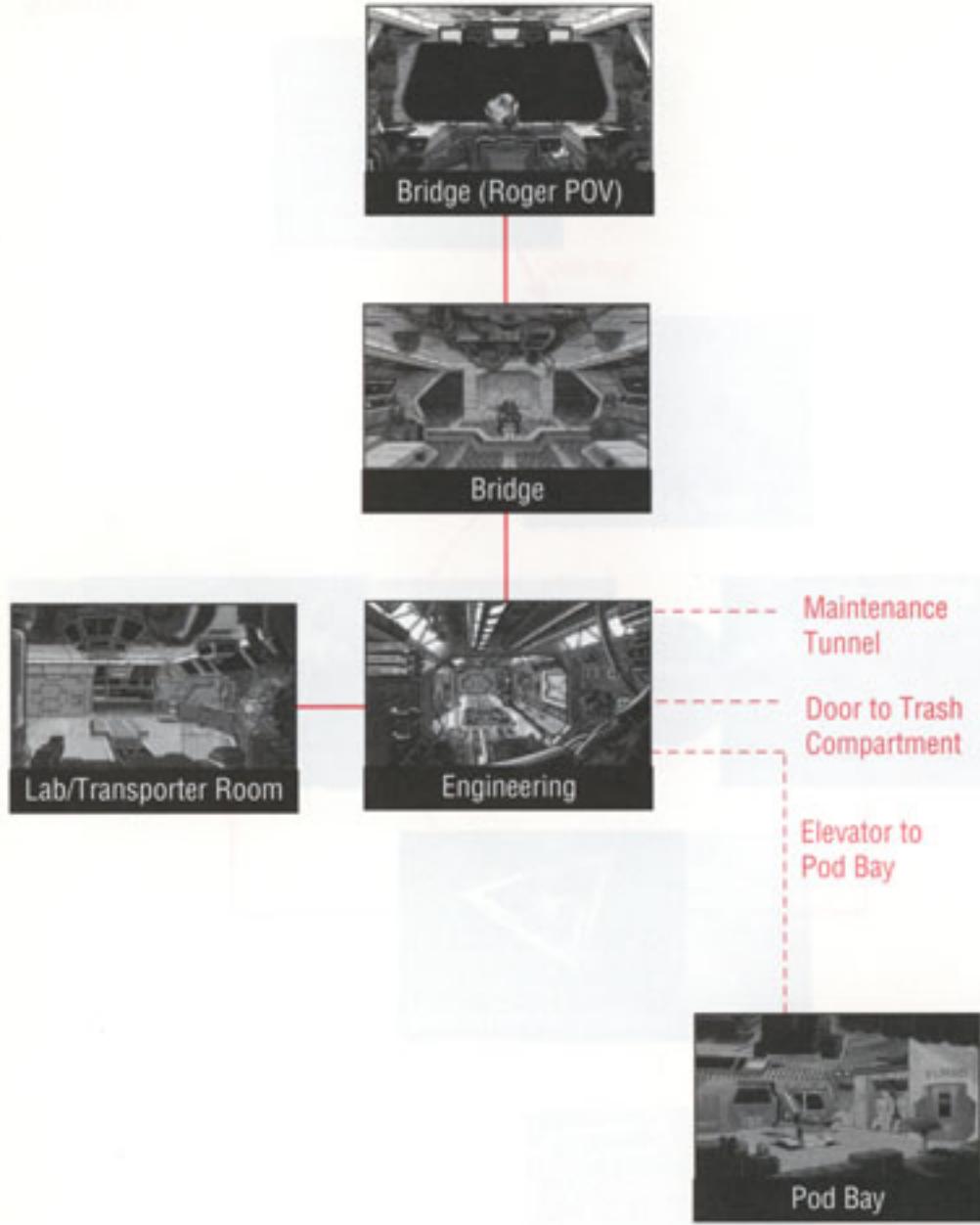
Put Bea through the repaired transporter before you.

Don't forget Spike!

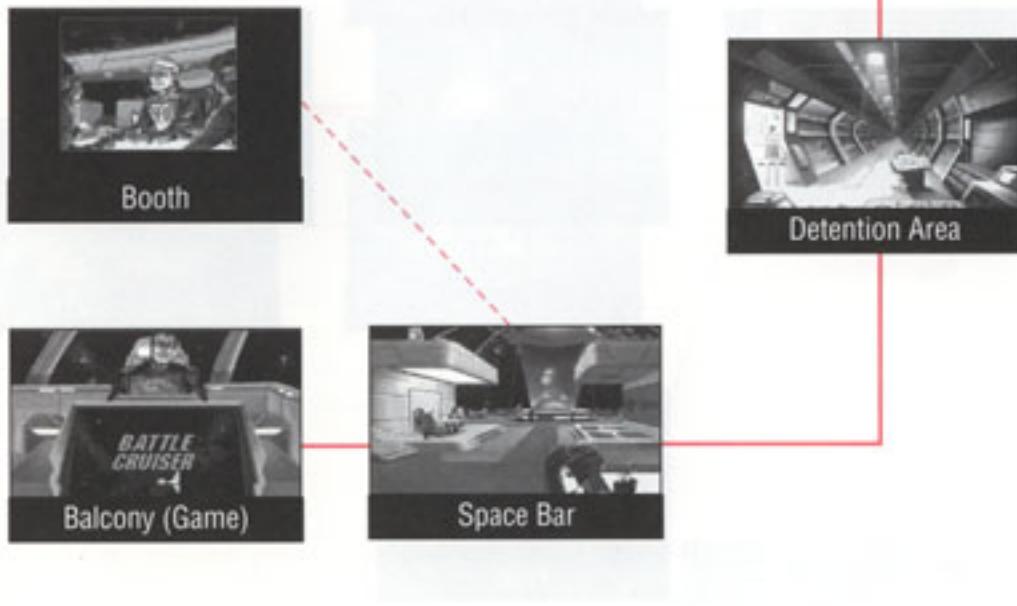


StarCon



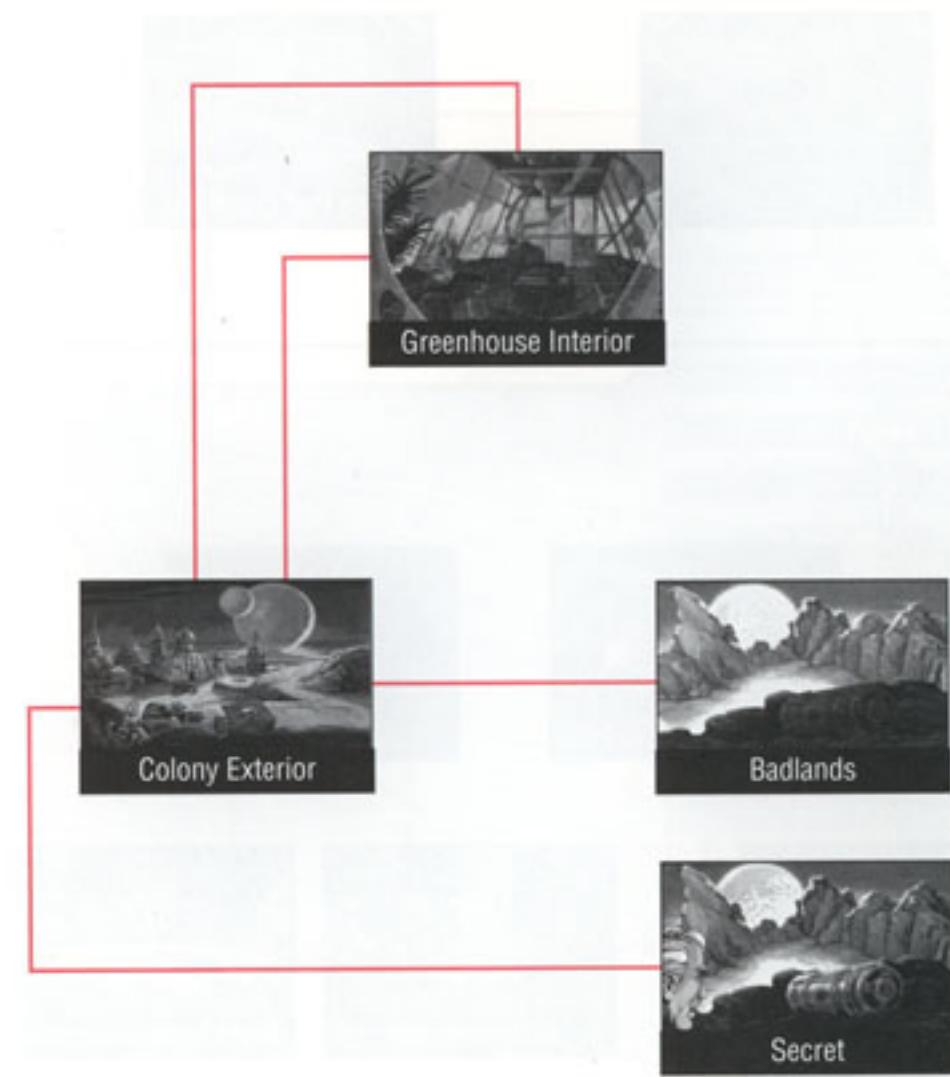


Space Bar



Magazine 03

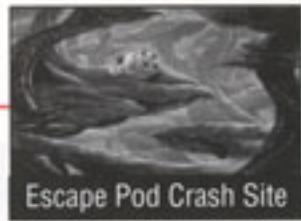
Klorox II



Thrakus

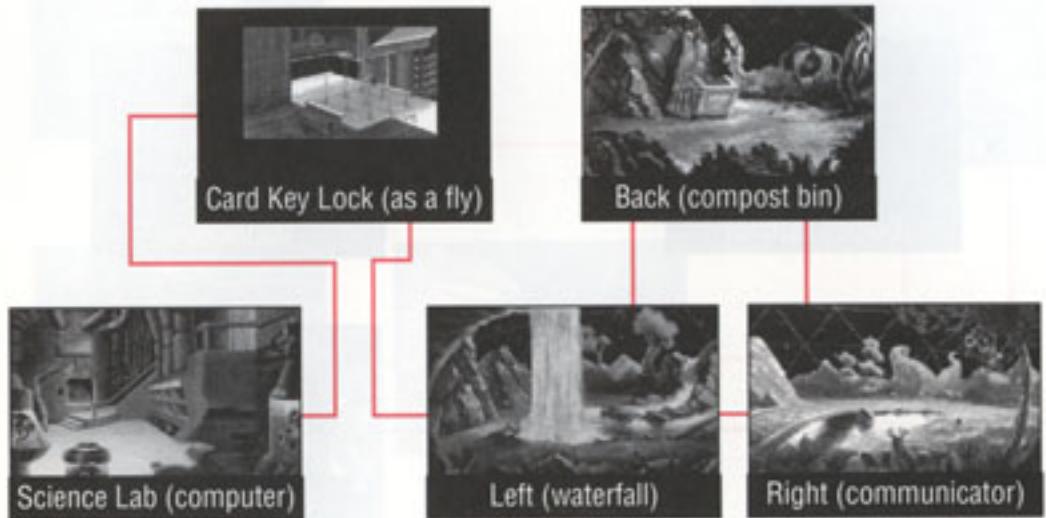


Area with Large Fungi

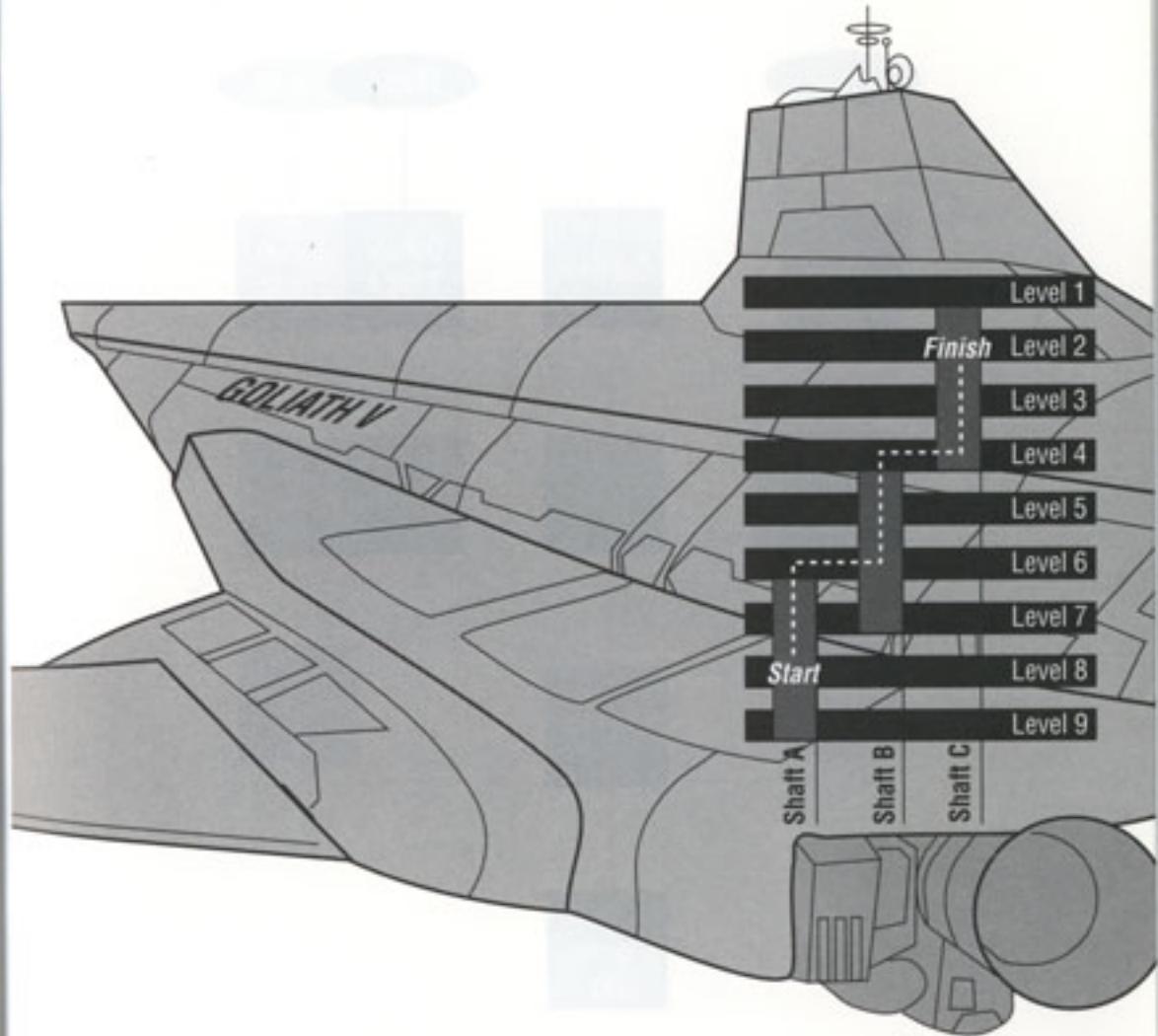


Escape Pod Crash Site

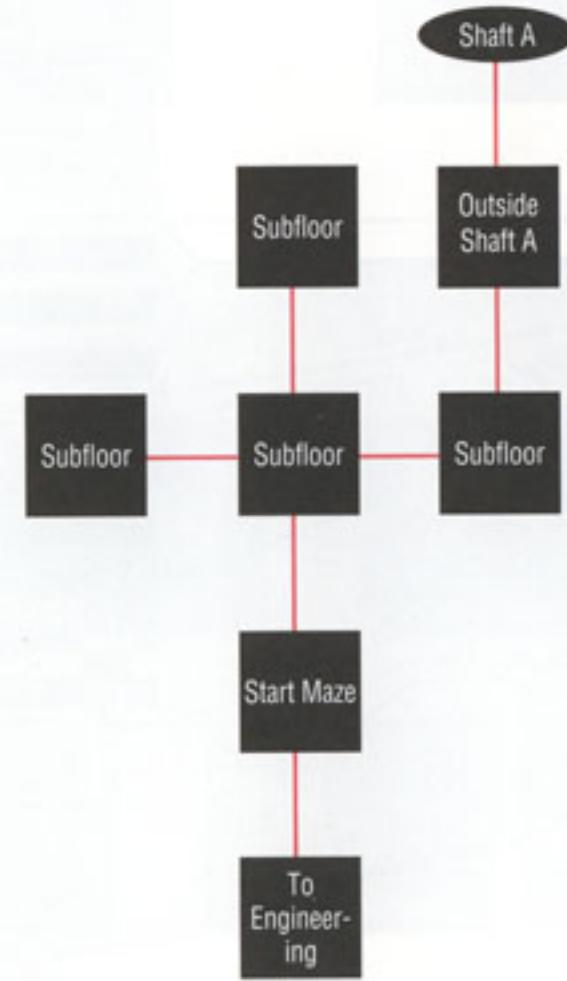
Genetix



Goliath Cross Section



Goliath Level 8-A



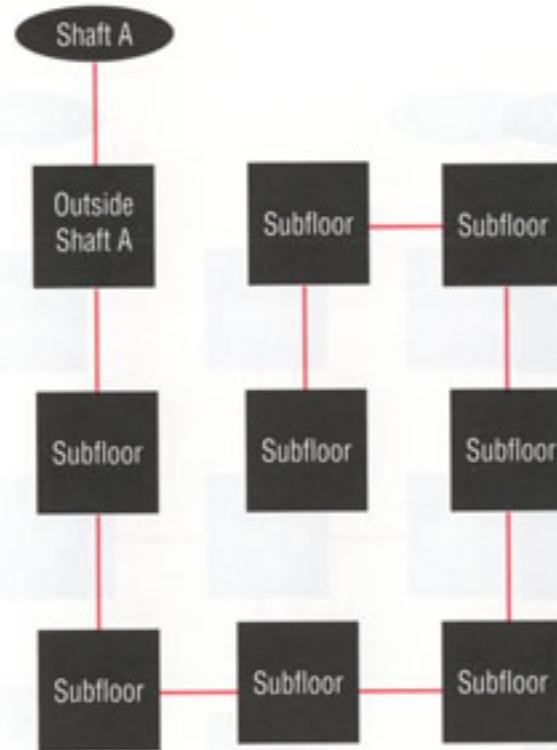
Goliath Level 8-C



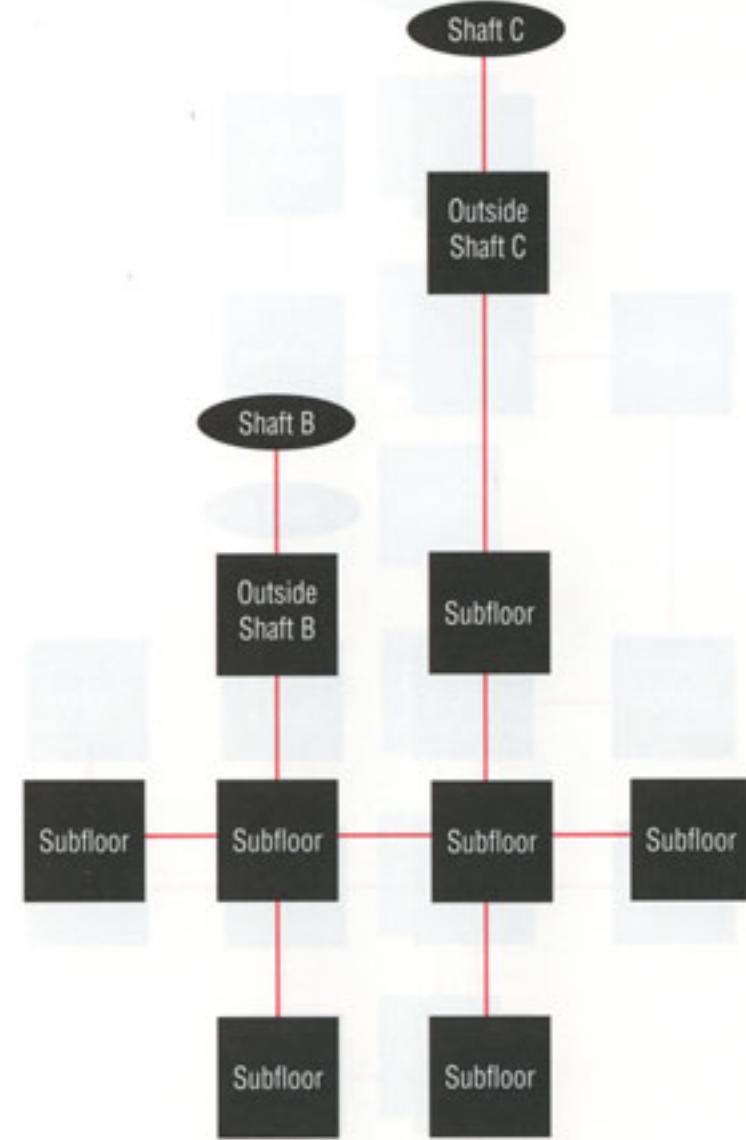
Goliath Level 9-A



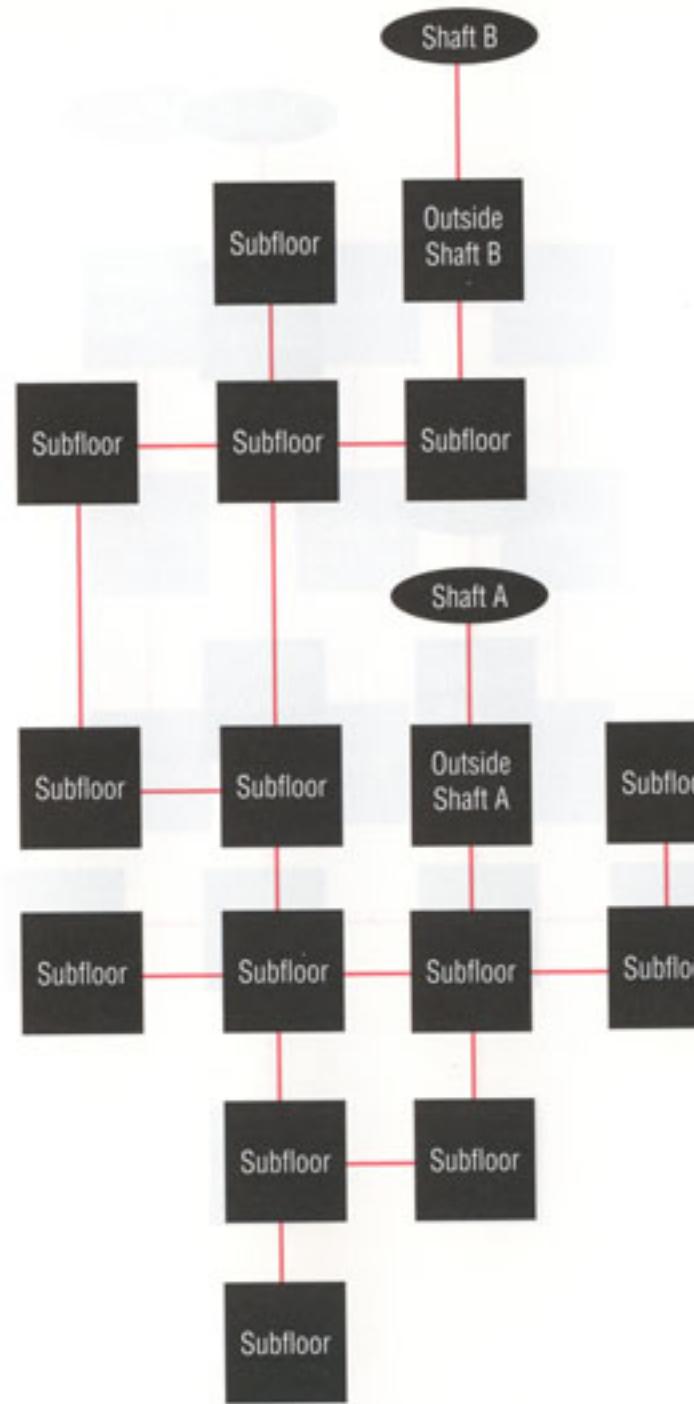
Goliath Level 7-A



Goliath Level 7-B/C



Goliath Level 6-A/B

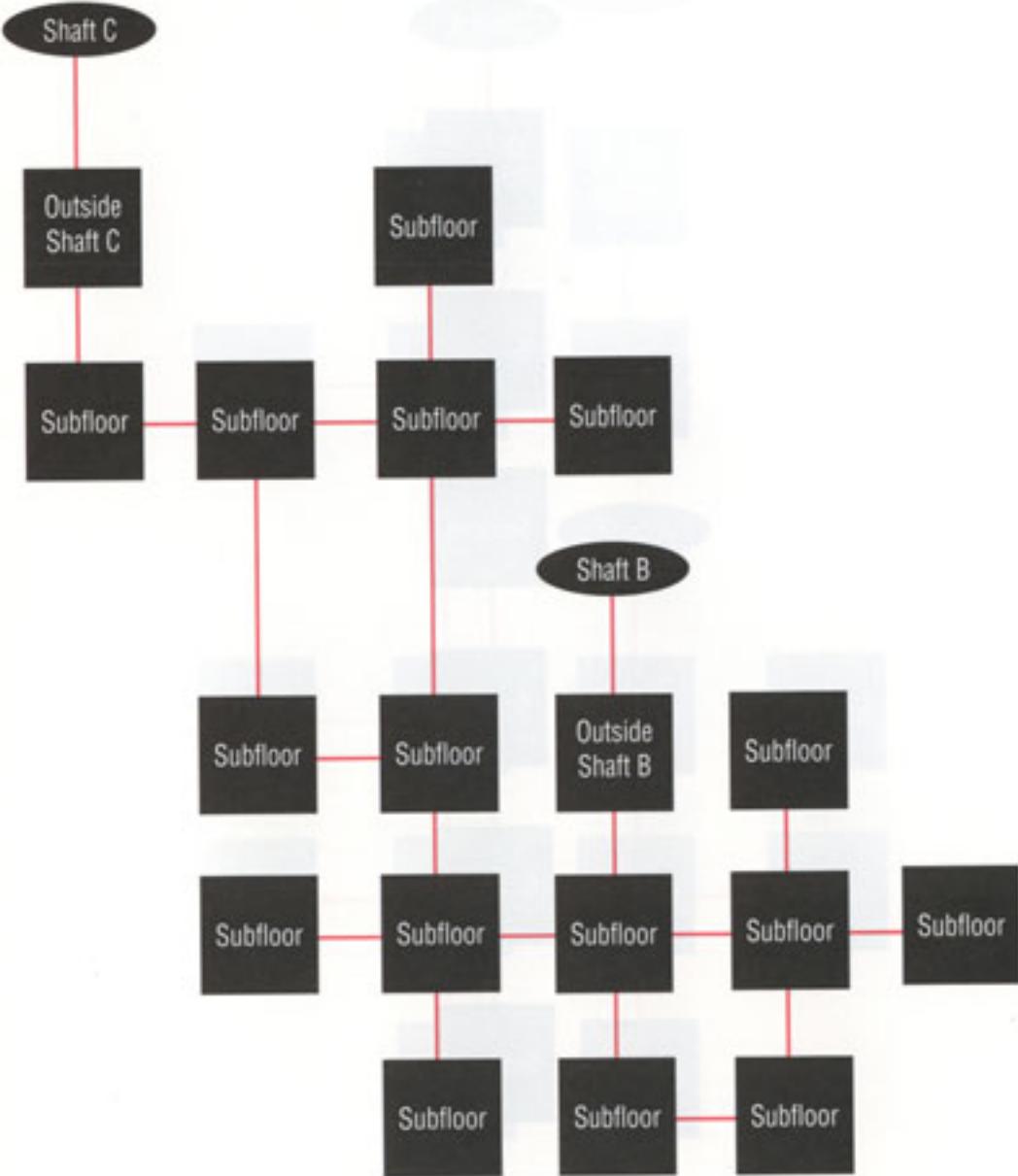


Goliath Level 5-B



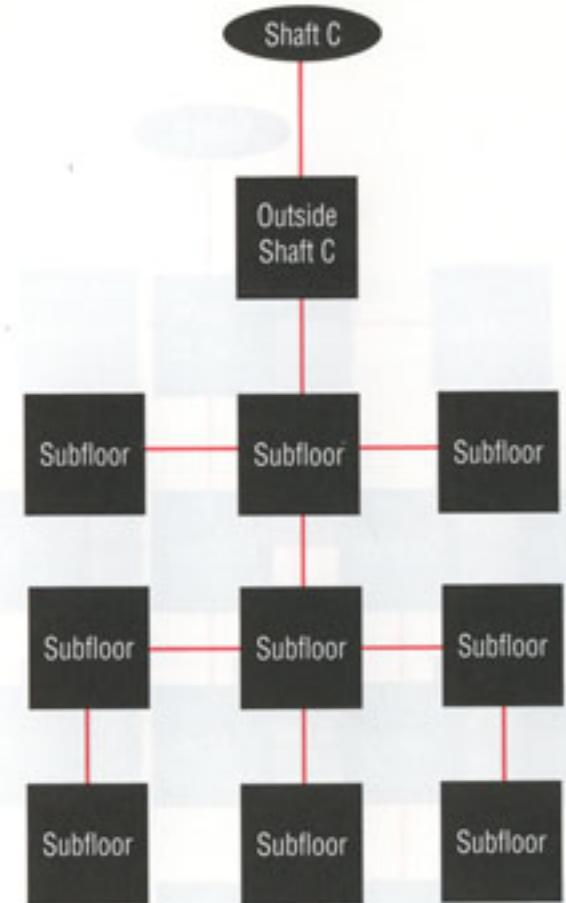
Goliath Level 4-B/C

3-3 Total floors

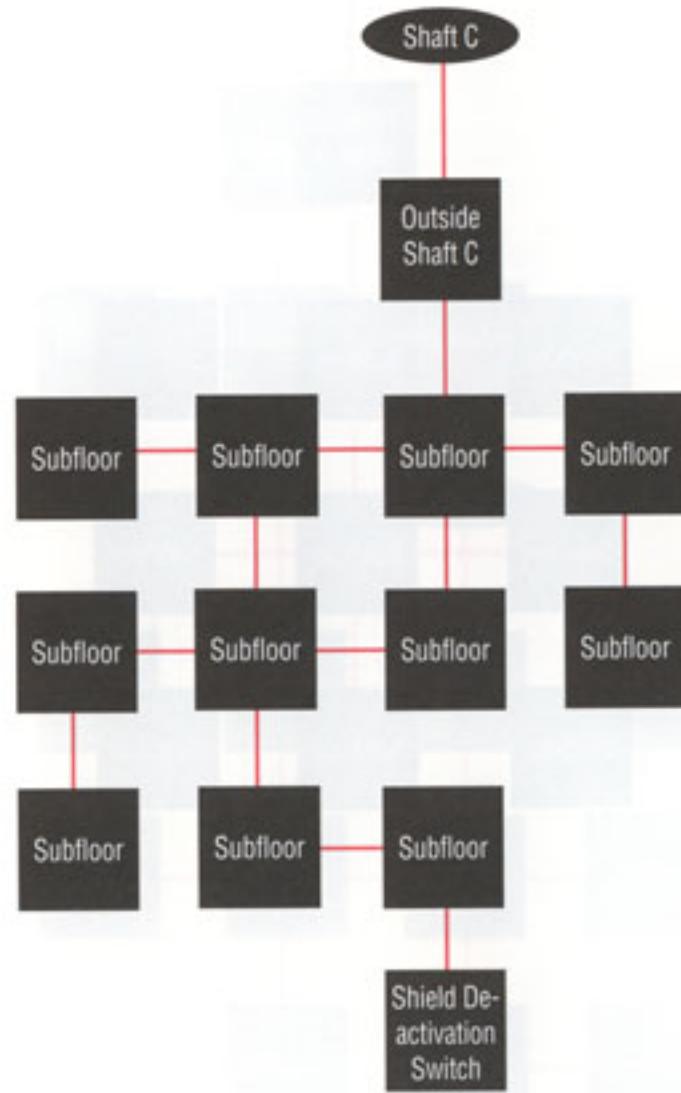


Goliath Level 3-C

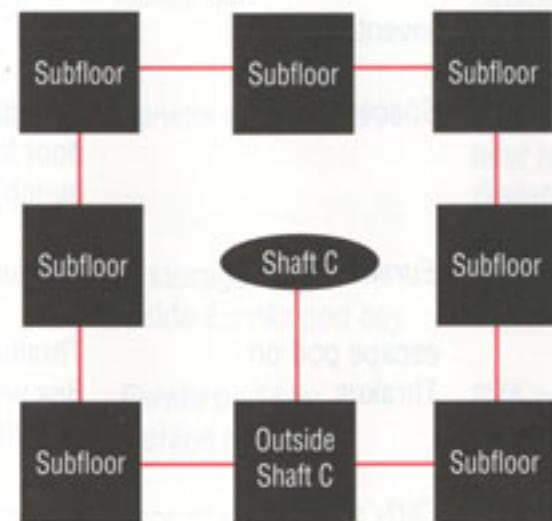
3-3 Total floors



Goliath Level 2-C



Goliath Level 1-C



Object	Where Found	Where Used	Object	Where Found	Where Used
ANTACID TABLETS	Cliffy's Tool Box (<i>Eureka</i>) engineering section	Eureka science lab specimen tank (while Spike is inside tank)	BANANA-LIKE FRUIT	Kiz Urazgubi "big log" scene	use the branch to reach it – Roger stuffs it in exhaust pipe while hiding inside the hollow log on Kiz Urazgubi
CLOAKING DEVICE	Klorox II, in WD40's ship	on the <i>Eureka</i> (installed by Cliffy)	SPACE MONKEYS	Space Bar	Space Bar, in Roger's drink
BUCKAZOIDS	Inventory	never	LIQUID NITROGEN	Genetix science lab	Given to Cliffy (used later by WD40 on <i>Goliath</i> 's bridge)
BUSINESS CARD	Space Bar	Genetix-Science lab door lock (with hole punch)	CANISTERS		
COMMUNICATOR	<i>Eureka</i>	various	OXYGEN MASK	in storage locker inside <i>Eureka</i> pod bay	just before beaming down to Thrakus
FROCK	escape pod on Thrakus	Thrakus – handed to Bea while hanging on cliff	OXYGEN TANK	<i>Eureka</i> pod bay storage locker	EVA pod
FUSE	Cliffy's tool box	fuse panel (inside service tube in <i>Eureka</i> engineering section)	PAPER	floor of Klorox II greenhouse	contains password for computer log-in.
HEAD	Kiz Urazgubi "big log" scene	on the <i>Eureka</i> – given to Cliffy	HOLE PUNCH	Cliffy's tool box	at Genetix, to punch holes in the business card
BROKEN BRANCH	Kiz Urazgubi "big log" scene	falls to bottom pool in "log" scene – used to reach fruit and to pry up the boulder which smashes WD40	SAFETY CONES	closet at StarCon	academy crest
			FLOOR SCRUBBER	closet at StarCon	academy crest
			SHIP OPENER	"Souvenir" from WD40 given by Cliffy in <i>Eureka</i> science lab	on Kiz Urazgubi – to open WD40's ship

Object	Where Found	Where Used
SPIKE (BABY FACE-HUGGER)	Eureka's trash compartment	Space Bar detention area, to dissolve bars on Cliffy's cell
LASER TORCH	Cliffy's toolbox	EVA pod (to cut opening in <i>Goliath</i> 's hull)
WARP DISTRIBUTOR CAP	Eureka science lab (given by Beatrice)	<i>Goliath</i> engine room

Points list for *Space Quest 5*

StarCon

Going to Class	5
Cheating off big-head cadet (first time)	5
Passing the SAT test (awarded at "Captain" transformation)	100
Taking the safety cones from the closet	10
Getting the floor scrubber from the closet	10
Completion of scrubbing detail on Academy Crest	50
StarCon Region Total	180

Eureka

Garbage pickups (100 for each)	200
Rescuing Spike from the trash	20
Putting Spike in the specimen tank (1st time)	20
Getting antacids from Cliffy's toolbox	15
Giving antacids to Spike in the specimen tank	20
Taking the hole punch from Cliffy's toolbox	5
Taking the torch from Cliffy's toolbox	5
Taking the fuse from Cliffy's toolbox	5
Successful beam in from KU (1st time)	175
Beaming back from the Space Bar after rescuing Cliffy	200
Arriving at Klorox II (orbiting)	10
Hailing ship (Quirk) at Klorox II	10

Orbiting Genetix (after it's been blown up)	10	Fixing the transporter (by replacing fuse in service tunnel sub-panel)	175
Orbiting Thrakus (when Bea is there)	20	Getting Spike before you leave	10
Getting the air mask from the locker	5	Getting Bea before you leave	10
Putting on air mask (before beaming to Thrakus)	20	Eureka Region Total	2220
Activating the cryo-chamber at the correct time	20		
Putting Bea in the chamber	20	Kiz Urazgubi	
Successfully freezing Bea in the cryo-chamber	75	Beaming in before <i>Eureka</i> is blown up	10
Defrosting Bea (when you know how to cure her)	50	Picking up the branch	10
Putting Bea in the transporter (to cure her)	50	Taking the banana-like fruit	25
Choosing Evasive action in the asteroids	35	Hitting WD40 with the boulder	100
Getting the oxygen tank	25	Shoving banana in WD40's jet-pack tailpipe	200
Grappling Cliffy with the EVA pod arm	100	Picking up her decapitated head	25
Successfully returning to the <i>Eureka</i> with Cliffy	50	Getting WD40's ship open	100
Cloaking the <i>Eureka</i> at the correct time	50	Taking cloaking device from WD40's ship	200
Taking the EVA pod to the <i>Goliath</i>	300	Kiz Urazgubi Region Total	670
Successfully attaching the EVA pod to the <i>Goliath</i>	50		
Using the laser torch on the <i>Goliath</i> 's hull	100	Space Bar	
Firing on the Quirkoid blob while it's attacking the <i>Goliath</i>	50	Beaming in (1st time)	10
Sucking the Blob up with the RRS	200	Putting Space Monkeys in your drink	50
Giving Flo the order to abandon ship (at the right time)	10	Beating Quirk at <i>Star Cruiser</i> (25 pts per ship)	100
Activating the self-destruct (at the right time)	100	Turning off the force-field in the detention area	25
		Using Spike to dissolve the bars of Cliffy's cell	50
		Space Bar Region Total	235

Klorox II

Beaming in	5
Surviving the Pukoid's phlegm attack	50
Finding the piece of paper	5
Entering the pass code in computer	20
Finding the Genetix "Primordial Soup" canister	50
Klorox II Region Total	130

Thrakus

Taking the frock from the escape pod	10
Deactivating the escape pod homing beacon button	35
Lowering frock to Bea while dangling	35
Using communicator at right time (while dangling)	25
Grabbing the vine	5
Thrakus Region Total	110

Genetix

Getting the Mwog (mutant amphibian) to jump on the communicator	100
Using communicator (Talking to Flo)	40
Flying into keycard slot	20
Activating computer	10
Finding payoffs to Quirk in data banks	15

Finding Primordial Soup information in data banks

	20
Taking liquid nitrogen	50
Landing on Clifffy (as fly)	5
Leading Clifffy to the dumpster (as a fly)	10
Getting restored to human form	50
Using hole punch on business card	5
Opening lab door lock :	
1st try	500
2nd try	300
3rd try	100
4th try	50
5th try	25

Genetix Region Total**825****Goliath**

Getting inside engineering section	20
Replacing the warp distributor cap	100
Getting into the sub floor	100
Finding shield generator terminal	350
Turning shields off	20
Giving "NOW!" signal at the right time	20
Beaming back to <i>Eureka</i>	20

Goliath Region Total**630****Total Points Possible****5000**

Written by	David Selle
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FOR YOUR INFORMATION

Space Quest 5: The Next Mutation consists of:

2,548,819	bytes of source code, which compiles down to
798,693	bytes of object code
6,277,836	bytes of animation
3,014,153	bytes of background picture
1,376,996	bytes of sound effects and music
171,608	bytes of programs, drivers and interpreter.
288,541	bytes of message files
11,927,827	bytes total are compressed by a proprietary program down to the 7,142,190 bytes of resources on your program disks.

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SIERRA®

Adventure Window

• i

To reveal the HIDDEN clues, place the red Adventure Window over the red patterned areas in your hint book so that the dot shows through the hole.

!

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